



BATTLEMAGE



5TH EDITION

A SWORD AND SORCERY CLASS OPTION DESIGNED TO BE A
HALF-CASTER MARTIAL ALONGSIDE RANGERS AND PALADINS.

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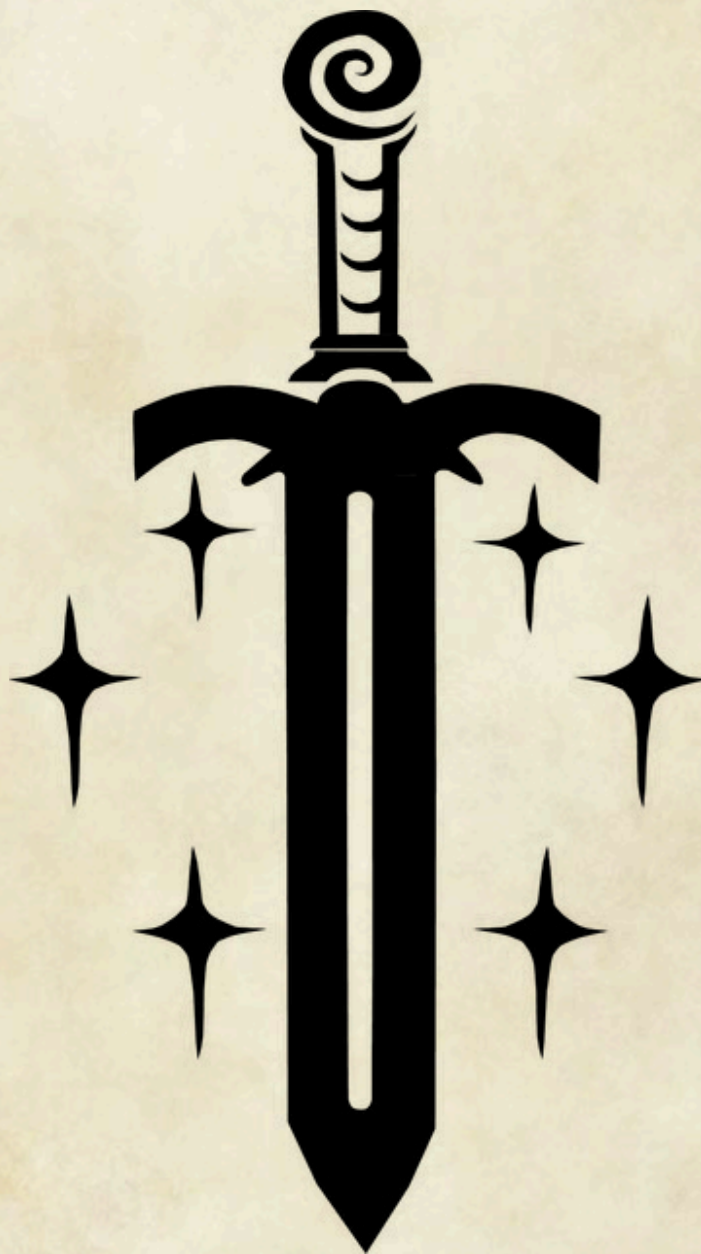
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A PREFACE TO THE BATTLEMAGE

WHEN I BEGAN MAKING DND CONTENT, MY PRIMARY goal was that I would only create content that adds fantasy that is missing from the world's greatest roleplaying game, and never anything that is just another take on something that already exists. I believe that modern DND is wonderfully diverse,

lending resources to players to create a large swathe of character concepts, but unfortunately still neglects the sword and sorcery archetype. This "sword and sorcery" is my favorite archetype in fiction but simply is not present in this wonderful game we play together. There are character options that could come to mind when people talk about this archetype in DND 5e, but what I mean when I talk about sword and sorcery is a character wielding weaponry with skill while still having destructive arcane ability.

COMPARISONS

Consider the Eldritch Knight fighter who fulfills a fantasy of a powerful warrior with some small spells like shield, or the Bladesinger wizard who bears the full magical power of a wizard with a limited ability using one handed weapons. The Eldritch Knight unfortunately plays like a standard fighter with the shield spell, and the Bladesinger eventually loses any reason to use a sword when they gain more access to higher level spells. I would be lying if I said I did not adore both character options and have played them multiple times, but since their gameplay punishes you for using one facet of your character over the other, they do not fulfill the fantasy I desire.

Consider the Paladin and Ranger who as half-casters with fighting styles and the extra attack feature share equal parts might and magic. Neither use arcane magic and must choose between using magic or using weapons turn to turn. Both spell lists limit offensive magic, lean more towards supports, summons, and in the case of the Paladin have an outlet to expend spell slots for damage without casting spells at all.

Lastly you could look at the Artificer, who is intelligence based, has half-caster spell progression, and uses arcane magic. The tinkerer inspired class does not receive a fighting style, only gets extra attack through subclasses, and additionally has a strong inventor theme that would take far too much flavoring to masquerade as a sword and sorcery warrior.

BUILDING THE FANTASY

Taking inspiration from personal heroes such as Matt Colville the creation of the class began with the goal of the class fantasy. The class had to have a fighting style, extra attack, and half-caster spell slot progression with the important stipulation that it has a gameplay loop incentivizing alternating spells and martial attacks. With these things in mind, I gave the class a resource I call remnant mana. Small fleeting bits of weave left when casting a spell that the Battlemage collects to expend to amplify their weapon attacks. The feature section explains this process fully but the goal for the gameplay loop is "cast spells, hit things".

What is going to be the most controversial feature is fulfilling the class fantasy with the ability to replace one of your attacks during the attack action with a spell of a casting time of one action. I spent a large swath of design time during the class development trying to figure out how to include this without blowing the doors of balance wide open. The solution I ended up with was having a specifically curated spell list for the Battlemage. The purpose of this spell list is to ensure that the Battlemage did not end up stepping into the identity or lane of the Ranger or Paladin that it was designed against. The result is a class spell list that is mostly blasty with a few utility options, excluding any summoning spells and smite spells with careful deliberation.

BALANCE AND YOUR GAME

If you are a DM who is considering using the Battlemage as a class option in your game, you should know what to expect. The Battlemage at the first and second tiers of play was designed and evaluated to have less burst damage than a paladin but more than a ranger, and conversely less consistent damage than a ranger but more than a paladin. This is something that will change dramatically when doing similar comparisons during the third and fourth tiers but was a conscious design decision. While consideration against the ranger was important in the early tiers the ranger has balance issues of its own that leave it behind on multiple fronts in the high ones, apart from supportive magic.

BATTELMAGE

In the heart of the ancient forest, amidst the shimmering leaves and twilight hues, strides an elegant elven warrior, her silver hair trailing like mist. With a graceful flick of her hand, a floating sword arcs through the air, crackling with lightning. Mercenary invaders falter before her arcane prowess, as she channels fury with a gaze as piercing as her blade.

In the depths of the dragon's cave, a brave Halfling stands resolute amidst torchlight. His tiny form belies immense power as he weaves arcane symbols in the air, shielding his friends from searing flames with his barriers. With a heart fueled by loyalty and magic crackling at his fingertips, he challenges the towering dragon, determined to safeguard those he holds dear.

During the chaos of a greater battle, a human with an air of darkness wields a deceptive blade, each subtle stroke laced with potent curses. As the massive ogre roars furious, its formidable bulk succumbs to the insidiousness of the magic seeping from its insignificant wounds. Dark energies writhe around the warlock's blade, weaving through the air, gradually eroding the behemoth's strength until it collapses, vanquished by arcane affliction.

Though quite different in their approach, these individuals are examples of what defines a Battlemage. Studying the arcane requires an intelligence that likens them to wizardry, but passion for study is where their similarities end. Rather than seeking mastery of the arcane, Battlemages desire to understand magic fully so that they may use it as a tool for battle and enhance their own physical prowess. In various corners on countless worlds, they exist in their forms, and the people of those worlds call them a common shared name, Battlemage.

STUDENTS OF MAGIC AND WAR

This lingering magic and how to apply it where the Battlemages differ from other magic users. Some animate weapons to aid them while others enhance the equipment they have. Some use every drop of magic they can to protect their friends and others to curse and debilitate their enemy. For every Battlemage, this remnant mana is used to create signs. Shorthand spells which contain a fraction of their original power that is released on the strike of their weapons, and in battle they are revered for it.

UNMATCHED ANALYTICS

It is said that the only positive thing about fighting Battlemages is what you can learn about your own fighting style, because if there is a weakness in it the Battlemages will find it. With their intellect and skill in martial combat they can uncover tactics and avenues of attack that would take traditional commanders twice as long.

CREATING A BATTELMAGE

When creating a battlemage, think about how your character would take arcane knowledge and apply it on the field of battle. Would they be more likely to augment their own body and weapons, or animate their own floating weapon? Would they focus on protecting others, or cursing their enemies? These are concepts you can begin with, and eventually bring to fruition by level 3.

BATTELMAGES IN YOUR WORLDS

Arcane warriors are a trope present in most of the fantasy genre. Your game may already have Bladesinger wizards and Eldritch Knight fighters but the battlemages presented here are meant to strike the perfect middle ground of the fantasy for your world. They could be your powerful secluded order of mystic warriors and your wizened and educated general. Maybe career path available at your magic schools, or an honor guard for the leaders of a magic oriented kingdom. Any way you look, the battlemage is setting agnostic and will be a welcome addition to any high fantasy world.

QUICK BUILD

You can make a battlemage quickly by following these suggestions. First, put your highest ability score in strength or dexterity, followed by constitution or intelligence. Second choose a knight or similar background for your setting.

OPTIONAL RULE: MULTICLASSING

If your group uses the optional rule on multiclassing in the PHB, here's what you need to know if you choose the battlemage as one of your classes.

Ability Score Minimum As a multiclass character, you must have at least an intelligence score of 13 and either a strength or dexterity score of 13 to take a level in this class, or to take a level in another class if you are already a battlemage.

Proficiencies Gained If battlemage isn't your initial class, here are your proficiencies you gain when you take your first level as a battlemage: light armor, medium armor, shields.

Spell Slots Add half your levels (rounded down) in in the battlemage class to the appropriate levels from other classes to determine your available spell slots.

BATTELMAGE FEATURES AND MULTICLASSING

The battlemage was balanced for multiclassing by its ability to replace attacks with spellcasting being limited to battlemage spells only. It is important that this limitation remain for this class to perform as intended.

THE BATTLEMAGE

Level	Proficiency Bonus	Features	Spells		— Spell Slots Per Spell Level —					
			Signs Known	Known	1st	2nd	3rd	4th	5th	6th
1st	+2	Analysis Prodigy, Arcane Application	—	—	—	—	—	—	—	—
2nd	+2	Combat Magic, Fighting Style, Spellcasting	2	2	2	—	—	—	—	—
3rd	+2	Battlemage Vocation	3	3	3	—	—	—	—	—
4th	+2	Ability Score Improvement	3	3	3	—	—	—	—	—
5th	+3	Extra Attack	4	4	4	2	—	—	—	—
6th	+3	Spell Deflection	4	4	4	2	—	—	—	—
7th	+3	Vocation Feature	5	5	4	3	—	—	—	—
8th	+3	Ability Score Improvement	5	5	4	3	—	—	—	—
9th	+4	-	6	6	4	3	2	—	—	—
10th	+4	Vocation Feature	6	6	4	3	2	—	—	—
11th	+4	Improved Arcane Application	7	7	4	3	3	—	—	—
12th	+4	Ability Score Improvement	7	7	4	3	3	—	—	—
13th	+5	-	8	8	4	3	3	1	—	—
14th	+5	Mana Osmosis	8	8	4	3	3	1	—	—
15th	+5	Vocation Feature	9	9	4	3	3	2	—	—
16th	+5	Ability Score Improvement	9	9	4	3	3	2	—	—
17th	+6	-	10	10	4	3	3	3	1	—
18th	+6	Analysis Master	10	10	4	3	3	3	1	—
19th	+6	Ability Score Improvement	11	11	4	3	3	3	2	—
20th	+6	Mystical Secrets	11	11	4	3	3	3	2	1

CLASS FEATURES

As a Battlemage, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Battlemage level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Battlemage level after 1st

PROFICIENCIES

Armor: Light Armor, Medium Armor, and shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two skills from Athletics, Acrobatics, Arcana, History, Investigation, Insight, Perception.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Scale mail or (b) leather armor
- (a) a martial weapon and 2 simple weapons or (b) two martial weapons
- (a) a longbow and 20 arrows or (b) two Javelins
- (a) a dungeoneer's pack or (b) a Scholar's pack

ANALYSIS PRODIGY

You become proficient in your choice of one of the following skills: Arcana, History, Insight, Nature, Perception, Religion. Your proficiency bonus is doubled for any ability check you make that use that skill.

In addition, you may use divination to magically analyze a creature within 30ft as a bonus action and gain the following benefits:

- You learn the creature's damage immunities, resistances, and vulnerabilities.
- You learn the creature's condition immunities.
- You gain advantage on the next attack roll you make against the creature.

You can use this ability proficiency number of times per long rest.

ARCANE APPLICATION

As a Battlemage you have learned to apply magic innately to bolster yourself physically. You may add your Intelligence modifier to your initiative bonus.

In addition, when you would use your dexterity modifier in your AC calculation you may choose to use your intelligence modifier instead.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a fighting style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

MYSTIC WARRIOR

You may learn two cantrips from the wizard spell list. These are considered Battlemage spells.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each

of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

SPELLCASTING

By 2nd level, you have learned to draw on arcane magic through focus and study to cast spells as a wizard does. See Spells Rules in the PHB for the general rules of spellcasting and the Spells Listing in this booklet for the Battlemage spell list.

SPELL SLOTS

The Battlemage table shows how many spell slots you must cast your Battlemage spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell zephyr strike and have a 1st-level and a 2nd-level spell slot available, you can cast zephyr strike using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Battlemage spell list.

The Spells Known column of the Battlemage table shows when you learn more Battlemage spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Battlemage spells you know and replace it with another spell from the Battlemage spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Battlemage spells since your magic draws on your study and practical knowledge of magic. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Battlemage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use a weapon you are proficient with as a spellcasting focus for your Battlemage spells.

COMBAT MAGIC

Also, at 2nd level your Battlemage training allows you to hold on to the fleeting remnants of magic otherwise considered useless and use them to expel an abbreviated echo of a spell using your weapons in combat. Gain the following features:

REMNANT MANA

When you consume a spell slot to cast a battlemage spell, you gain a number of remnant mana points equal to the level of the spell slot consumed. When you finish a long rest, you lose any unspent remnant mana points.

MANA CONVERSION

When you finish a short rest, you may convert remnant mana into spell slots using the table below.

CONVERTING REMNANT MANA

Spell Slot Level	Remnant Mana Cost
1	2
2	3
3	5
4	6
5	7

SIGNS

Once per turn when you hit with a weapon attack but before you roll damage, you may choose to expend remnant mana to manifest a spell sign around your weapon or piece of ammunition. This spell sign requires a somatic component only as you cast an abbreviated echo of a spell associated with the sign and consumes an amount of remnant mana equal to the level of the sign. You may choose two signs from the signs list later in this section if you meet their requirements. You learn new signs at the levels shown on the class table. Each time you level up you may swap out one sign for another one you meet the requirements for it.

UPCASTING SIGNS

When using a sign, you may spend more remnant mana than they require, dealing an additional die per remnant mana spent beyond their cost up to a maximum equal to your highest available sign cost.

SIGN APPEARANCE

You may determine this ability's appearance or generate its appearance by rolling on the Sign Manifestation table.

SIGN MANIFESTATION

D6	Appearance
1	Sigils briefly glow around your hand.
2	Your eyes flare with purple light.
3	The air around you shimmers briefly like oil in water.
4	You turn ephemeral for a moment.
5	Your weapon briefly becomes more ornate and mystical.
6	Magic tattoos appear on you and flow to your weapon.

BATTELMAGE VOCATION

The vocations that Battlemages subscribe to are as varied as the application of magic itself. By 3rd level you may choose a path of specialization to determine how you will apply the arcane. Vocation options are listed later in this section, and they gain features at 3rd, 7th, 10th, and 15th level.

VOCATION SPELLS

Starting at 3rd level you know additional spells from your vocation. Each vocation has a vocation spell table showing when you gain the additional spells. These spells count as Battlemage spells but do not count towards your spells known.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. In addition, you may replace one of your attacks with a Battlemage spell that has a casting time of one action or may choose to activate a Battlemage spell you are concentrating on that requires an action to activate.

SPELL DEFLECTION

Starting at 6th level, you can use your reaction to deflect damage when you are hit by a spell attack or make a saving throw against a magical effect. When you do so, the damage you take from the attack is reduced by 1d10 + your Intelligence modifier + your Battlemage level.

If you reduce the damage to 0, you can dissipate the spell. If you dissipate a spell in this way, you can spend 1 remnant mana to make a ranged spell attack redirecting the spell's energy as a part of the same reaction. Make a spell attack roll dealing 1d8 + your Intelligence modifier force damage to a target within 60-ft.

IMPROVED ARCANES APPLICATION

By 11th level, you are skilled enough with the practical application of magic that you can imbue your weapons with extra force. Whenever you hit with a weapon attack you deal an extra 1d8 force damage.

MANA OSMOSIS

At 14th level you become a thorn in the side of any hostile magic user and are especially good at disrupting them. You learn the spells “Dispel magic” and “Counterspell” if you do not know them already. If you already know these spells you may learn two additional spells from the battlemage spell list that you can cast.

In addition, when you successfully use either spell against a spell that was cast using a spell slot, you gain remnant mana equal to the spell slot level the spell was cast at.

ANALYSIS MASTER

Starting at 18th level your Analysis Prodigy feature is enhanced gaining the following benefits:

- Analysis prodigy may now target objects.
- When you activate analysis prodigy you gain the benefits of the detect magic spell on your target as if you cast it as a part of the bonus action.
- When you activate analysis prodigy you gain the benefits of the identify spell on your target as if you cast it as a part of the bonus action.

MYSTICAL SECRETS

At 20th level you gain a limited amount of higher tier magic. You may learn one 6th level spell from the Battlemage spell list and gain a single 6th level spell slot.

BATTELMAGE ARCHETYPES

Battlemages have a variety of potential vocations and styles breaking down to how the Battlemage desires to modify their martial capabilities. A reminder that this archetype reflects your focus and not necessarily indicative of your chosen profession. Rather, these archetypes are a description of your preferred techniques.

ABJURANT CHAMPION

Battlemages seldom function as singular entities on a field of battle. Abjurant Champions are Battlemages who learn abjuration at length to have the ability to protect their selves and others on the frontlines of war.

ABJURANT ARMOR

At 3rd level you learn the spell “Mage Armor” which you may cast once per long rest targeting yourself without expending a spell slot. When you cast Mage Armor this way its base AC becomes 14 + your dexterity modifier for the duration.

EFFICIENT ABJURATION

Also, at 3rd level you abjuration magic has the following changes:

- You gain one additional remnant mana when casting an abjuration spell that consumes a spell slot.
- When you cast an abjuration spell that targets only you or has a range of self you may also have it target or benefit one additional creature within 30ft.

VOCATION SPELLS

Abjurant Champion Spells

Battlemage Level	Spell
3rd	Shield
5th	Aid
9th	Counterspell
13th	Banishment
17th	Dispel Evil and Good
20th	Platinum Shield



LESSER WARD

Starting at 7th level, you are able to replicate the arcane wards that great abjuration wizards use albeit with a lesser magnitude of power and can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has a hit point maximum equal to your Battlemage level + your Intelligence modifier.

Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher or use any sign, the ward regains a few hit points equal to the level of the spell or sign.

Once you create the ward, you can't create it again until you finish a long rest.

SALVAGED WARD

By 10th level when your ward is reduced to 0 hp you gain remnant mana equal to your proficiency bonus. In addition, any creatures of your choice within 10ft of you must make a constitution saving throw against your spell save dc. On a failed save they take 2d8 force damage, are pushed 10ft away from you, and knocked prone. On a successful save they take half damage and aren't pushed or knocked prone.

This can't happen again until your ward's hp has been restored to its maximum hit points.

GREATER WARD

By 15th level your ward safeguards you even against death. If damage would reduce you to 0 hit points but not kill you outright you are reduced to 1 hp instead and your ward is restored to its maximum hit points.

This can only happen once per long rest.

SIGN WARDEN

Sign Wardens are Battlemages who specialize in transmutation. They alter their weapons, armor, and bodies to be living weapons of magic.

TRANSMUTE WEAPON

Starting at 3rd level you can change the physical structure of your weapon or ammunition to attack in new ways. You can expand your weapons size at will increasing reach by 5ft on all melee weapon attacks.

In addition, when you take the attack action you may replace any weapon attacks with one of the following abilities:

Elemental Arc: You can convert a melee weapon into pure Acid, Cold, Fire, Lightning, or Poison for this ability and swing it in an arc. Each creature within a 10ft cone of you must make a dexterity saving throw against your spell save DC or take the damage type you chose equal to your melee weapon damage + your intelligence modifier with no additional modifiers. They take no damage on a successful save.

Portal Projectile: You can combine translocation magic with transmutation and cause ranged and thrown weapon attacks to teleport to their target instead of traveling through the air. Portal projectile attacks have the following changes:

- If the weapon's range is less than or greater than 120ft it becomes 120ft.
- There is no penalty for attacking prone creatures and the attack ignores cover .
- Portal Projectile can target any creature that you can see within range even if there isn't a clear path to the target (ex. a window or wall of force)
- The weapon damage cannot have additional modifiers except from the weapon itself(ex. No Sharpshooter) and cannot have signs applied.
- You may make one additional portal projectile attack as a part of the attack action during a turn where you made a portal projectile attack.



STORED POWER

Also, at 3rd level you may use held remnant mana to boost your defenses. While you have at least 1 remnant mana you gain +1 AC and resistance to a damage type of your choice from Acid, Cold, Fire, Lightning, or Poison. When you gain remnant mana you may change the damage type that you resist.

By 10th level you while you have at least 10 remnant mana you gain an additional +1 AC and a resistance to second damage type.

VOCATION SPELLS

Sign Warden Spells

Battlemage Level	Spell
3rd	Catapult
5th	Enlarge/Reduce
9th	Meld into Stone
13th	Stone Shape
17th	Transmute Rock
20th	Flesh to Stone

HARDENED AURA

At 7th level your held remnant mana hardens like rock. Reduce bludgeoning, piercing, and slashing damage taken by 2 + 1 for every five-remnant mana you currently have.

MANA ADAPTATION

By 10th level your body alters itself further to held mana. While you have 6 or more remnant mana you have advantage on Strength checks and saving throws. While you have 5 or less remnant mana your movement speed increases by 15ft, and you gain a swimming and climbing speed equal to your walking speed.

FORM OF LIVING MANA

By 15th level you may transform yourself into a force of might and magic. As a bonus action if you have at least 10 remnant mana you may alter yourself to be more effective in battle and gain the following effects for 1 minute:

- You gain temp hp equal to your Battlemage level.
- You become ephemeral and can pass through solid objects and magic barriers. Ending your turn within a solid object causes you to take 1d10 force damage.
- You add your intelligence modifier to your weapon attack and damage rolls.
- You can use more than one sign a turn.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLSWORD

Some Battlemages forgo fully pursuing the art of magic signing because of their passion for weapon mastery, and those who feel this way tend to be drawn to the vocation of Spellsword. Not content simply wielding

weapons with their hands, they learn to animate a weapon and wield it with a quick infusion of magic. They whirl around the battlefield with them in addition to their primary weapon and spells. They become a coherent unit with their animated weapons, handling the battlefield with skill and mobility.

SPELLBOUND WEAPON

At 3rd level you may animate a non-magical melee weapon you touch as a bonus action making the weapon intangible. You may move the weapon 30ft and make a melee spell attack with it as a part of the same bonus action, dealing 1d8 + your intelligence modifier as force damage on a hit. On subsequent turns you may use a bonus action to magically move the spellbound weapon 30ft in any direction and make another melee spell attack with it.

This weapon is considered magical for the duration and can have combat magic sigils applied to its attacks. The weapon you choose to animate this way is semi-ephemeral, can't be interacted with anyone other than you, and lasts for a duration of 1 minute ending early if you fall unconscious or you use this ability again.

You may animate a weapon this way proficiency number of times per long rest.



NIMBLE MAGIC

At 3rd level you become proficient at using signs to expel propelling force adjusting your position. When you consume remnant mana you may move 10ft without provoking opportunity attacks.

VOCATION SPELLS

Spellsword Spells

Battlemage Level	Spell
3rd	Zephyr Strike
5th	Flame Blade
9th	Elemental Weapon
13th	Fire Shield
17th	Steel Wind Strike
20th	Blade Barrier

ANIMANT PARRY

By 7th level your dueling skill is masterful. When an enemy adjacent to you or your spellbound weapon makes an attack roll you may use your reaction to give them disadvantage on that attack roll.

WHIRLING RECALL

At 10th level you may call a spellbound weapon back to you as an action. If you do, make a melee spell attack roll against 5 separate creatures within 30ft of you or the weapon, dealing 1d8 + intelligence modifier force damage each on a hit. If you control two spellbound weapons you may activate this ability once per spellbound weapon as a part of the same action. The spellbound weapon(s) ends this action in a space adjacent to you.

Once you use this action, you can't use it again until you finish a long rest, unless you expend a 3rd level spell slot to use it again.

SPELLBOUND ARSENAL

At 15th level when you use spellbound weapon you may now animate two non-magical weapons instead of one and control them both with the same bonus action.

WITCHKNIGHT

Witchknights are Battlemages who curse creatures near them with every drop of magic they manipulate, like swears under whispered words. Every sign and word they utter is meant to dismantle their enemy with hexes or vexes, making them masterful at handling single large threats.

CURSED MANA

At 3rd level When you consume any amount of remnant mana to use a sign you may also curse the creature that you hit with the attack. When you deal damage with a sign, choose from one of the following effects:

Bursting Veins: The sign deals an additional 1d6 necrotic damage.



Faltering Mind: If target creature would have a single creature make a saving throw before the end of their next turn, that creature rolls that saving throw with advantage.

Heavy Steps: Target creature has their movement speed reduced by 10ft until the end of their next turn.

Hexed weapon: Target creature has disadvantage on their next attack roll before the end of their next turn.

Thought of Mortality: The next time target creature would regain hit points before the end of their next turn, they don't.

ADEPT RECOVERY

By 3rd level Your specialization in sigils and curses has enabled you to collect magic around you while you rest. When you finish a long rest, you gain remnant mana equal to your proficiency bonus.

VOCATION SPELLS

Witchknight Spells

Battlemage Level	Spell
3rd	Hex
5th	Shadow Blade
9th	Bestow Curse
13th	Polymorph
17th	Modify Memory
20th	Eyebite

FOCUSED MIND

At 7th level you gain proficiency in wisdom saving throws. In addition, cursed mana now applies two effects instead of one.

PAINED CONNECTION

By 10th level your curses have advanced so that you know what a cursed target is about to do and can prepare for it. When you curse a creature with the cursed mana feature you gain resistance to all damage they would deal until the start of your next turn.

PINS AND NEEDLES

At 15th level your curses are potent enough that it hurts the creature to even move. When you curse a creature with the cursed mana feature that creature takes 2d4 magical piercing damage for every action, bonus action, and reaction they make.

LIST OF SIGNS

The signs are presented in alphabetical order by the Battlemage level required to learn them.

LEVEL 1 SIGNS

Prerequisite: 2nd Level Battlemage

Sign of Burning hands: Add 1d6 fire damage to a damage roll and target up to one creature of your choice within 5ft of you to make a dexterity saving throw, taking 1d6 fire damage on a failed save.

Sign of Cause Fear: Add 1d4 psychic damage to a damage roll and cause the creature to make a wisdom saving throw, becoming frightened on a failed save until the end of their next turn

Sign of Chaos Bolt: Add 1d6 damage to a damage roll. If you roll a 6 repeatedly roll this damage die adding cumulatively until you roll a number other than 6. On the first roll, between 1 and 5 the bonus damage type is Acid, fire, lightning, or cold, respectively. On a roll of 6, in addition to repeating the roll, the bonus damage for the weapon attack is force damage.

Sign of Chromatic Orb: Add 1d8 of acid, cold, fire, lightning, poison, or thunder damage to a damage roll.

Sign of Earth Tremor: Add 1d6 force damage to a damage roll and must make a dexterity saving throw, being knocked prone on a failed save.

Sign of Faerie Fire: Add 1d4 force damage to a damage roll and must make a dexterity saving throw or be illuminated giving the next attack against it advantage before your next turn.

Sign of Gravity: Add 1d6 force damage to a damage roll and the target must make a constitution saving throw, halving their movement speed until the end of their next turn on a failed save.

Sign of Shield: Add 1d4 force damage to a damage roll and increase your AC by 2 until the end of your next turn.

Sign of Thunderwave: Add 1d6 thunder damage to a damage roll and the target must make a constitution saving throw, getting pushed 10ft away from you on a failed save.

Sign of Zephyr Strike: Add 1d6 force damage to a damage roll and move up to half of your movement speed without provoking opportunity attacks.

LEVEL 2 SIGNS

Prerequisite: 5th Level Battlemage

Sign of Blur: Add 2d4 force damage and cause the next attack against you to be made at disadvantage.

Sign of Earthen Grasp: Add 2d6 bludgeoning damage to a damage roll and the creature must make a strength saving throw, becoming grappled by stone hands until the end of their next turn on a failed save

Sign of Mirror Image: Add 2d4 force damage to a damage roll and make an illusory duplicate within your own space that mimics you. When you are attacked before the end of your next turn you may roll a d20. On an 11 or higher the attack hits the duplicate.

Sign of Binding Ice: Add 2d6 cold damage to a damage roll and if the target isn't flying, they must make a constitution saving throw, having their movement speed reduced to 0 until the end of their next turn

Sign of Scorching Ray: Add 2d8 Fire damage to a damage roll.

Sign of Shatter: Add 2d6 thunder damage to a damage roll and target up to one creature of your choice within 5ft to make a constitution saving throw, taking 2d6 thunder damage on a failed save.

Sign of Silence: Add 2d4 force damage to a damage roll and cause an aura of silence to spread 5ft in every direction. This silence counts as being in effect during the attack this sigil was used on.

Sign of Mind Whip: Add 2d6 psychic damage to a damage roll and the creature must make an intelligence saving throw, being unable to take reactions until the end of their next turn on a failed save.

LEVEL 3 SIGNS

Prerequisite: 9th level Battlemage

Sign of Stride: Add 3d6 fire damage and move up to half of your movement speed without provoking an opportunity attack.

Sign of Blink: Add 3d4 force damage and fade into the ethereal realm until the start of your next turn.

Sign of Fireball: Add 3d6 fire damage to a damage roll and target up to one creature of your choice within 5ft to make a dexterity saving throw, taking 3d6 fire damage on a failed save.

Sign of Lightning Bolt: Add 3d6 lightning damage to a damage roll and target up to one creature of your choice within 5ft to make a dexterity saving throw, taking 3d6 lightning damage on a failed save.

Sign of Pulse: Add 3d6 force damage to a damage roll. Then the target and up to one creature within 5ft of the target must make a constitution saving throw, being moved 10ft towards you or away from you on a failed save.

Sign of Tidal Wave: Add 3d6 force damage to a damage roll. Then the target and up to one creature within 5ft of the target must make a dexterity saving throw, being knocked prone on a failed save.

Sign of Thunderstep: Add 3d6 thunder damage to a damage roll and teleport 15ft to a point that you can see.

LEVEL 4 SIGNS

Prerequisite: 13th level Battlemage

Sign of Banishment: Add 4d4 force damage to a damage roll and make the target creature make a charisma saving throw, being banished to an empty demi plane until your next turn on a failed save.

Sign of Dimension Door: Add 4d4 force damage to a damage roll and teleport to a point within 60ft that you can see.

Sign of Fire Shield: Add 4d6 fire or cold damage to a damage roll and until the end of your next turn when you are attacked by a creature within 5ft of you deal 1d6 fire or cold damage respectively to the attacker.

Sign of Shadows of Moil: Add 4d6 necrotic damage to a damage roll and become heavily obscured until the end of your next turn.

LEVEL 5 SIGNS

Prerequisite: 17th level Battlemage

Sign of Circle of Power: Add 5d4 force damage to a damage roll and gain advantage on the next saving throw you make before the end of your next turn. If you succeed that saving throw and would take half damage, you take none instead.

Sign of Destructive Wave: Add 5d6 thunder or radiant damage to a damage roll and target up to one creature of your choice within 5ft to make a constitution saving throw, taking 5d6 thunder or radiant damage on a failed save.

Sign of Steel Wind Strike: Convert all the damage of the damage roll of this attack to force then you may teleport up to 30ft to a space adjacent to another creature and make a spell attack roll. On a hit that creature takes 5d6 force damage with no additional modifiers.

Sign of Synaptic Static: Add 5d6 psychic damage to a damage roll and the creature must make an intelligence saving throw, subtracting 1d6 from their attack rolls and ability checks until the end of their next turn on a failed save.

LEVEL 6 SIGNS

Prerequisite: 20th level Battlemage

Sign of Circle of Death: Add 6d6 Necrotic damage to a damage roll and target up to one creature of your choice within 5ft to make a constitution saving throw, taking 6d6 Necrotic damage on a failed save.

Sign of Chain Lightning: Add 6d6 lightning damage to a damage roll and target up to one creature of your choice within 5ft to make a dexterity saving throw, taking 6d6 lightning damage on a failed save.

Sign of Disintegrate: Add 6d8 force damage to a damage roll.

Sign of Harm: Add 6d6 Necrotic damage to a damage roll and the creature must make a constitution saving throw, reducing their max health by an amount equal to the necrotic damage they took on a failed save.

CUSTOM SIGNS

At some tables, the DM may have 3rd party spells available for the Battlemage to use and may want to convert them into a sign option as well. With DM involvement the following guidelines can be used as a balancing tool to convert the spell into custom sign for your game.

Spell to Sign Conversion

- If the original spell did not do damage, have the sigil inflict 1d4 force damage per sign level.
- If the original spell did do damage, have it deal the same damage type but have its damage die based on the following points.
- If the original spell had no secondary effect or inflict any condition, make it 1d8 damage per sign level.
- If the original spell affected a cone or radius and did damage, make it 1d6 damage per sign level and have it affect one additional target within 5ft on a failed save based on the saving throw type in the original spell.
- If the original spell inflicted a status condition, make the sign inflict the condition on a failed save with a duration of until the end of the affected creature's next turn.
- We recommend simply not converting spells with niche out of combat utility into signs.

BATTELMAGE SPELL LIST:

1ST LEVEL

Absorb elements
Armor of Agathys
Burning Hands
Cause Fear
Chaos Bolt
Detect Magic
Earth Tremor
Faerie Fire
Find Familiar
Fog Cloud
Guiding Bolt
Heroism
Identify
Magic Missile
Ray of Sickness
Shield
Thunderwave
Witch bolt
Zephyr Strike

2ND LEVEL

Acid Arrow
Blur
Earthbind
Enlarge Reduce
Flame Blade
Flaming Sphere
Heat Metal
Hold Person
Magic Weapon
Earthen Grasp
Mind Whip
Mirror Image
Misty Step
Rime's Binding Ice
Scorching Ray
See invisibility
Shadow Blade
Shatter
Silence

3RD LEVEL

Ashardalon's Stride
Blink
Counterspell
Dispel Magic
Elemental Weapon
Fireball
Flame Arrows
Haste
Leomund's Tiny Hut
Lightning Arrow
Lightning Bolt
Phantom Steed
Pulse Wave
Spirit Shroud
Tidal Wave
Thunder step

4TH LEVEL

Arcane Eye
Banishment
Dimension Door
Fire Shield

Psychic Lance
Shadow of Moil
Summon Aberration
Storm Sphere

5TH LEVEL

Circle of Power
Cone of Cold
Destructive Wave
Far Step
Telepathic Bond
Steel Wind Strike
Synaptic Static
Wall of Stone

6TH LEVEL

Arcane Gate
Circle of Death
Chain Lightning
Disintegrate
Harm
Sunbeam
True Seeing

Q&A

IS THE CLASS ONEDND COMPATIBLE?

No, this class was designed for 5e, but there will be a conversion to OneDND standards once the new PHB has been out for a little while.

WHY DOES THE FEATURE ARCANE APPLICATION ALLOW YOU TO USE INTELLIGENCE FOR ARMOR CALCULATIONS?

It was decided early on that the class did not need to have the same armor as the paladin, but similarly I did not want the player to be punished for taking a strength-based build like the ranger is. This ability allows strength builds to not be overly MAD.

WHY IS THE SPELL LIST AND SPELLS KNOWN SO LIMITED?

Something that was especially important to achieving the fantasy I wanted out of the class was being able to attack and cast full spells at the same time. Through testing it was determined that this was simple too good with the full might of the wizard spell list as it was initially. Limiting the spell list to primarily damage and limiting the spells known, dampens the battlemage's utility and control ability so that it may achieve the fantasy without breaking anything.

CHANGELOG

VERSION 3.0 (7/1/2024)

- Updated Mana - Spell slot conversion.
- Updated Sign Upcasting
- Removed the 3rd starting skill proficiency
- Expanded skill expertise options in analysis prodigy
- Changed capstone spell to use a slot to synergize with core class.
- Added 6th level signs for level 20.
- Added 6th level spells to vocation spells.
- Updated flavor blurbs.
- Added Multi-classing requirements.
- Spell deflection now works on saving throws as well.

THANKS

A quick special thanks to everyone for the feedback given after the release of version 2.5 of the battlemage. Especially to Cubelith who took considerable time to make numerous good observations.